



Casual Tournament

Saturday 16th May 2026

9am to 8pm

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|-------------------------|---|
| Format: | Casual Tournament |
| Battle size: | Strike Force (2000 points) |
| Mission Pack: | Chapter Approved 2025-2026 Mission Deck |
| Number of games: | Three |
| Location: | Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE |
| Free Parking: | <ul style="list-style-type: none">• Parking is available in Burton Street car park (2 minute walk from the shop)• <i>Please check parking restrictions carefully</i> |
| Food: | <ul style="list-style-type: none">• Snacks and refreshments are available in-store• You are welcome to bring your own food to the shop |

Casual Tournament

Our Casual tournaments are all about getting together to play games in a relaxed and friendly environment. These events require minimal preparation and you will not need a competitive list to place well - just bring your favourite units and have fun!

But this is a tournament and tournaments need winners...

To maintain the casual nature of the tournament, players will score points spread across 4 categories: game wins, sportsmanship, miniature painting and army theme (the last 3 will be voted on by all players).



Preparation

Mustering your Army

You must Muster an Army for the tournament using the rules on pages 55-56 of the Core Rules.

Your army must not exceed 2000 points.

Print off your army list to show your opponent before each game.

Rules Sources

Core Rules: The Warhammer 40,000 **Core Rules** with the latest **Balance Dataslate** and **Munitorum Field Manual** (all of which are available on the Warhammer Community website).

Army Lists: Use your faction's Codex to build your army (or their Index if no Codex is available). Units from **Warhammer Legends** and **Imperial Armour** (available on the Warhammer Community website) are allowed.

Missions: Missions will be selected from the Chapter Approved 2025–2026 Mission Deck.

Scoring

Players will score points in the following four categories:

- Match wins
- Painting (as voted by all players)
- Army theme (as voted by all players)
- Sportsmanship (as voted by opponents)

The maximum number of points available in each category is equal to the number of players in the tournament. Ties will be awarded the same number of points.

Players' final tournament placement will be determined by the total of their scores across all 4 categories.

Painting and Modelling

Painting Requirement:

Models do not have to be fully painted for this event.

All unpainted models must be primed in the same colour.

Conversions and Kit-bashing:

We love conversions and kit-bashing!

Please ensure that your miniatures are clearly equipped with the weapons that you have selected for your army (i.e. What You See Is What You Get).



Playing Games

Playing your games

- Games will be played best-of-1.
- Games are expected to be played to completion. A player who concedes a game will score zero points for that game.
- Games should take no longer than 180 minutes to complete. Players should not start another battle round if they have less than 30 minutes left to complete their game, unless the Judge has given them permission to do so.
- Scores should be reported to the Judge at the end of the game. Games will be recorded as a Win (3 points), Draw (1 point) or Loss (0 points).

Terrain

- Games will be played on thematic battlefields.
- Players will encounter most terrain types from the Core Rules during their games.
- Ruins will be laid out so that their footprint is clear, using opposite corner pieces for clarity.
- Windows and low walls will not prevent line of sight into/out of ruins (or through other terrain features), as per the Core Rules.

Judges

If players are unable to determine or agree on a ruling then the Judge will make a final decision on how any given rule is to be interpreted.

The Judge may be a player in the event.

Pairing

Games will be paired randomly in the first round and follow the Swiss system in later rounds.

Missions

Missions will be selected from the Chapter Approved 2025–2026 Mission Deck.

Primary Mission and Deployment cards will be chosen at random before each round.

Challenger Cards **will** be used during this event.

Twist Cards **will not** be used during this event.



On the Day

Event Schedule

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|----------------------|------------------------------|
| 09:00 - 09:15 | Registration |
| 09:15 - 09:30 | Briefing |
| 09:30 - 12:30 | Game 1 |
| 12:30 - 13:15 | Lunch |
| 13:15 - 16:15 | Game 2 |
| 16:15 - 16:45 | Break & Painting Competition |
| 16:45 - 19:45 | Game 3 |
| 19:45 - 20:00 | Awards |

What to bring

- Your Army
- All rules for your army (physical or digital)
- Rulers
- Dice
- Printed Army List
- Chapter Approved 2025-2026 Mission Deck (*if you own one*)

Prizes

- 1st place:** £15 Black Dragon Games voucher
- 2nd place:** £10 Black Dragon Games voucher
- 3rd place:** £5 Black Dragon Games voucher

